

Wacky Darts

2 PLAYERS CAN PLAY

Complete with NINJAS, BARBARIANS and ALIENS (throwing death stars, axes, bazookas, lasers) CRAZY PUB SCENES - buntz barmaids, JERKING PUNTERS and TV crews, IT'S WILD MAN!!

501 or ROUND THE CLOCK!

Featuring realistic DART THROWING simulation - REGA PLAYABLE!

ATARI ST SCREENSHOTS

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WACKY DARTS

82% CRASH MAGAZINE

Code Masters

NEW RELEASE

COMANDORE 64-128

By BIG RED SOFTWARE

WACKY DARTS - Introducing REGA Load your celebrity host - And on today's show we have a WACKY line up of contestants. Come on down...

NEVL THE BARBARIAN. He's a big guy and oh dear - a bit clumsy!

ROCKY "PILNER" The dart boards over HERE JERRY!

BAZA "THE WAR MACHINE" - Head down everybody -

ALF "THE ALIEN" He's a New Boy in the UNIVERSE

DANIEL "THE MAGICIAN" Don't see that one DANNY -

NIGEL "THE NINJA" Careful Nigel - that looks lethal!

KEV "THE ARCHER" A good set of arrows, Jeff

Each one shows a TOTALLY DIFFERENT style of PLAY!

Which one will YOU fail to play 501 or ROUND THE CLOCK?

SEVEN INTELLIGENT OPPONENTS

LOADING: VICTOR USERS: INPUT ON MODE Type **LOAD** press **RETURN**

GUARDIAN ANGEL

ALSO AVAILABLE

OUT NOW!

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PRO BOXING

ALSO AVAILABLE

OUT NOW!

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CONTROLS

Press SPACE to move to a highlighted Option, and ENTER to Select on all the menu screens.

ACTION	KEYBOARD	JOYSTICK
MOVE UP	Q	UP
MOVE DOWN	A	DOWN
MOVE LEFT	O	LEFT
MOVE RIGHT	P	RIGHT
THROW DART	SPACE	FIRE

Press (left arrow)* to QUIT

Watch the angle the hand is TILTED back when you throw, as this makes a BIG difference!

180

Take 3 throws each, and reduce your score from 180 to 0 before the other player. The scoreboard will INDICATE the score left to finish, and also the TIME left for each shot. If you take too long your HAND throws automatically! You must END on a DOUBLE OR INNER BULL, and will go BUST if you get less than 0 score (the 3 shots are discounted and you start again from your previous score).

ROUND THE CLOCK

Each player takes 3 throws each, and must get 20, 19, 18 etc... in the right order until

throwing a 1. You must then throw DOUBLE TWENTY to finish!

PRACTICE

Select any opponent for a friendly practice game.

TOURNAMENT

Select your 1st round opponent for the best of three games, and then work your way up to the FINAL, in a knockout competition!

CONTROLLI

Premere la Barra Spaziatrice per muovere una Opzione selezionata e premere ENTER per Selezionare su tutte le videata menu.

AZIONE	TASTIERA	JOYSTICK
MUOVI SU	Q	SU
MUOVI GIU'	A	GIU'
MUOVI SINISTRA	O	SINISTRA
MUOVI DESTRA	P	DESTRA
LANCIA FRECCIA	BARRA	FUOCO

Premere (freccia a sinistra) * per FINIRE

Fai attenzione all'angolo di INCLINAZIONE della mano al momento del tiro, perché

questo fa una GROSSA differenza!

180

Fa tre tiri a testa e riduci il tuo punteggio da 180 a 0 prima dell'altro giocatore. Il pannello indicherà il punteggio residuo e il TEMPO rimasto per ogni tiro. Se ci metti troppo a tirare, la tua MANO tirerà per conto suo, senza aspettarti! Devi TERMINARE con un DOPPIO CENTRO oppure un BARILETTO, e VAI FALLITO se hai meno di 0 (i tre tiri vengono cancellati e ricominci dal punteggio precedente).

LA LANCETTA

Ogni giocatore fa tre tiri a deve ottenere 20, 19, 18 ecc. in sequenza fino ad arrivare a 1. A questo punto, devi tirare un DOPPIO VENTI per finire!

PRATICA

Scegli qualunque oppositore per fare un po' di pratica tra amici.

CAMPIONATO

Scegli il tuo opponente nel primo turno per le tre migliori partite e poi continua fino alla FINALISSIMA in una gara senza requie!

HELP LINES

If you can't get any further in any of these games and would like us to give hints & tips on how to solve all the puzzles just phone the numbers below. Please don't phone unless you are really stuck and make sure you get permission from the person who pays the phone bill first!

SPECTRUM, AMSTRAD, C64

DIZZY	0898 555 093
TREASURE ISLAND DIZZY	0898 555 091
FANTASY WORLD DIZZY	0898 555 078
LITTLE PUFF	0898 555 094
ROCKSTAR	0898 555 090
MAGICLAND DIZZY	0898 555 096

ATARI ST AND AMIGA

TREASURE ISLAND DIZZY	0898 555 092
LITTLE PUFF	0898 555 095
ROCKSTAR	0898 555 090

Calls cost 33p per minute during off-peak time and 44p per minute at all other times.
(GREAT BRITAIN ONLY)



CREDITS

Coding	Ash & Dave
Game Design	Big Red Software
Graphics	Chris Graham
Music	Steve Barnett
Project Director	Derek Leigh-Galchist
Production	Stew Regan & Shân Savage

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